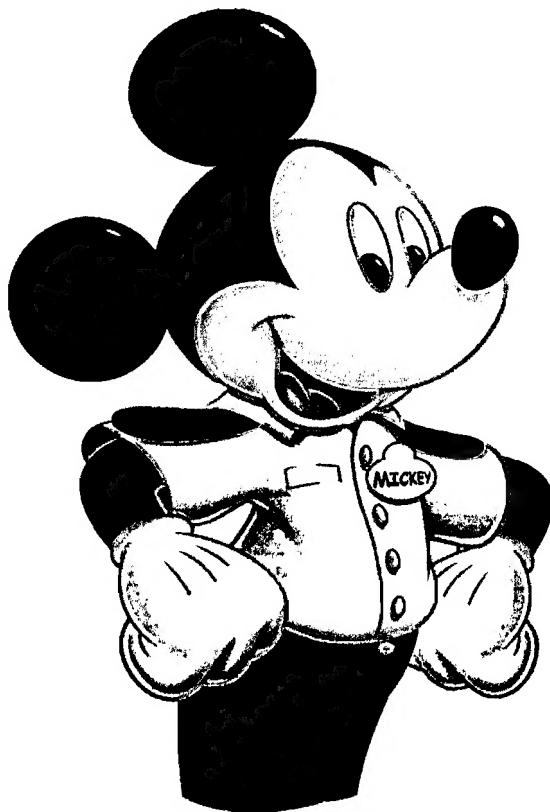


DCA09FR008  
Lake Buena Vista, Florida  
July 5, 2009

**Monorail Driver  
Check List**



## Monorail Drive Training Checklist

Learner \_\_\_\_\_  
Learner's Perner # \_\_\_\_\_  
Drive Trainer(s) \_\_\_\_\_  
\_\_\_\_\_

\*It is the trainer's responsibility to ensure  
the checklist is completed on a daily basis.\*

Date Introduced	Trainer Initials	✓	Day 1	Learners Initials
			<b>Introduce basic requirements and expectations of drive training</b>	
			4 Driving Priorities	
			Drive the Train	
			Listen to and talk on the radio	
			Spiel to the guests on the train	
			Communicate with guests in Front Cab	
			<b>Introduce the importance of looking for trains</b>	
			Explain the difference between Normal Visual Operations and 'Cleared to'	
			Explain the basic operations of the MBS system	
			<b>Review Holdpoints/Spur lines/Landmarks</b>	
			<b>Review Radio Codes / Hand Signals</b>	
			<b>Introduce Beacon Lights/Strobe Lights</b>	
			Explain the beacon colors for the 3 beams	
			<b>Lower Command Console</b>	
			MCU/Deadman	
			Forward/Reverse Switch	
			Run/Stop Switch	
			Position Indicators (B4 - P5)	
			E-Stop/Key Tag Identifier/How to log in	
			PA/Horn	
			<b>Upper Console/Touchscreen</b>	
			MBS	
			Speed Control System	
			Malfunction Indicators (Upper Display)	
			Door Status Indicators	
			Group A-B Mode Columns	
			Parking Tags	
			Train Identification Module (T.I.M.)	
			AMVS Indicator lights	
			<b>MFK Keys</b>	
			Main Menu	
			Daily Log	
			Door Status	
			Beam Contacts	
			Active Alarms	
			Propulsion/Brake Gauges	
			Silence Alarms/Holding & Boarding Call Spiels	
			<b>Breaker Panel</b>	
			Lockout/Bypass Switches/Tag Reader Bypass	
			Power off/on switch/ Cab Operator Circuit Breaker	
			Circuit Breakers (which ones can do on fly)	
			Cab Comfort Switch	
			Train Radio Location	
			Alison System/Resetting Alison system	
			Normal, Trouble, Pre Alarm, Alarm, Communications Failure	
			Volume for Cab speaker	

Date Introduced	Trainer Initials	✓	Day 1 continued	Learners Initials
			<b>Power System</b>	
			Inverters/LVPS/ Battery charger	
			Conserving Power	
			<b>600 VDC – Potential Relay</b>	
			<b>Propulsion/Dynamic Braking</b>	
			Group A-B readings – checking status in propulsion & dynamics	
			Group A-B Lockouts	
			<b>Train Control</b>	
			VOBC	
			Speed Control	
			MBS	
			<b>MR Line</b>	
			Air pressure reading	
			Air conservation procedures	
			<b>Brake</b>	
			Brake Unit Maintenance vs. Malfunction	
			<b>Smart Tire</b>	
			Amber/Red Status	
			Low/High Pressure	
			Data Age (how to find reading)	
			<b>AMVS Procedures</b>	
			<b>Review Evacuation Procedures/Safety Features</b>	
			Setting up ladder/Opening roof hatch	
			Operation of intercom phones, fire extinguishers, zipper windows	
			<b>Introduce trains to/from shop, based on next day's schedule</b>	
			<b>Front Cab policy on all three beams.</b>	
			<b>DRIVING (Always Stress Visual Clearance)</b>	
			<b>EPCOT Beam</b>	
			Introduce EPCOT Beam / Trainer Drives First Lap	
			Learner drives approximately 4-5 laps	
			Continue Train familiarization	
			Introduce Radio Checks	
			Holdpoints/Landmarks/Switch beam locations	
			Monitoring Display information	
			Lower Command Console	
			Learner starts performing Live Spiels	
			Breaker Panel	
			<b>Express Beam</b>	
			Introduce Express Beam/ Trainer drives first 2 laps	
			Holdpoints/Landmarks	
			Switchbeam locations	
			Gate Indicators (Red X/Green Arrow)/Dispatch procedures	
			Discuss trains to/from shop for next day	
			Contemporary speed when raining	
			<b>Recap and prepare for next day of learning.</b>	

Date Introduced	Trainer Initials	✓	Day 2	Learners Initials
			<b>Review Previous Learning/General Driving Priorities</b>	
			Discuss Bumping in/out of trains	
			Station times/cycle times	
			Three forms of Dispatch	
			<b>Review importance of:</b>	
			Express pylons #62 & 66	
			Resort Pylons # 55 and 58	
			Epcot Pylons # 27 and 30	
			<b>Introduce Switching procedures and radio transmissions</b>	
			<b>Introduce opening or closing procedures</b>	
			<b>Learner Observes bringing one train to or from shop</b>	
			<b>Learner to perform at least one more train to or from shop if possible</b>	
			<b>Introduce (Trainer performs first one, learner observes)</b>	
			Door alerts	
			Maintenance Checks	
			Cab operator reset procedures	
			Power off/ on procedures	
			Discuss towing procedures	
			<b>Learner performs live spiels</b>	
			<b>Introduce procedures for powering on/off trains in a station</b>	
			<b>Introduce procedures for powering on/off trains in shop</b>	
			<b>Introduce Switchbeam # 8 &amp; 9 procedures</b>	
			<b>Introduce importance of S6 and S10 pylons on Epcot Spurline</b>	
			<b>Introduce Switchbeam #1 &amp; 2 procedures</b>	
			<b>Discuss doing a power off/on on the open beamway</b>	
			<b>DRIVING (Always Stress Visual Clearance and Looking for Trains)</b>	
			<b>Epcot Beam</b>	
			Drive 2 - 3 laps	
			Review train systems while driving	
			Perform a maintenance check	
			Visual Clearance	
			<b>Express Beam</b>	
			Drive majority of day	
			Holdpoints/Landmarks/Visual Clearance	
			Switchbeam locations	
			Switching ends at the Grand Floridian & Contemporary	
			<b>Introduce Resort Beam</b>	
			Trainer drives first 1-2 laps	
			Holdpoints/Landmarks/Visual Clearance	
			Switchbeam locations	
			Discuss trains to/from shop for next day	
			<b>Recap and prepare for next day of learning.</b>	

Date Introduced	Trainer Initials	✓	Day 3	Learners Initials
			<b>Review Previous Learning &amp; General Driving Priorities</b>	
			<b>Perform Opening or Closing Procedures</b>	
			<b>Learner will bring at least one train to or from shop</b>	
			<b>Perform:</b>	
			Door alerts	
			Maintenance/Radio Checks	
			Live Spells	
			Cab Operator Reset procedures	
			Power off/on procedures	
			Discuss Towing Procedures	
			<b>Re-iterate and Practice</b>	
			Bumping in/out of trains	
			Station times/ cycle times	
			Beacon Lights/Strobe Lights	
			Three Forms of Dispatch	
			Driving Priorities	
			<b>Perform Procedures for powering a train on/off in a station</b>	
			<b>Perform procedures for powering a train on/off in shop</b>	
			<b>Introduce importance of S6 and S10 pylons on Epcot Spurline</b>	
			<b>Discuss driving under revised Dispatch</b>	
			<b>Discuss and emphasize why we NEVER:</b>	
			Stop on a switch	
			Blow horn in the Contemporary	
			Allow someone else to drive the train	
			Move your train after receiving a red MAPO with out notifying Central	
			Place train in reverse or stop on the open beamway without permission	
			Engage any bypass/lockout or override switch without proper authorization	
			<b>DRIVING (Always Stress Visual Clearance)</b>	
			<b>Express Beam (Minimum of 4 laps)</b>	
			Learner drives	
			Holdpoints/Landmarks	
			Switchbeam locations/procedures	
			Gate Indicators (Red X/Green Arrow)	
			Review Train systems	
			Stopping in North/South end of Contemporary	
			<b>Resort Beam (Minimum of 4 – 6 laps)</b>	
			Learner Drives	
			Holdpoints/Landmarks	
			Switchbeam locations/procedures	
			Visual Clearance	
			Door alert	
			Maintenance Check	
			<b>Review Safety features and Emergency Evac procedures</b>	
			<b>Recap and prepare for next day of learning.</b>	

Date Introduced	Trainer Initials	✓	Day 4	Learners Initials
			<b>Review Previous Learning</b>	
			<b>Perform Opening or Closing Procedures</b>	
			<b>Learner will bring at least one train to or from shop</b>	
			<b>Begin accepting front cab guests</b>	
			<b>Discuss front cab policy on all three beams</b>	
			<b>Reinforce the Four Driving Priorities</b>	
			<b>Perform:</b>	
			Door alerts	
			Live Spiels (Continue to Practice them)	
			Maintenance/Radio Checks	
			Cab Operator Reset procedures	
			Power off/on procedures	
			Radio/Hand dispatch	
			<b>Re-iterate and Practice</b>	
			Bumping in/out of trains	
			Station times/ cycle times	
			Beacon Lights/Strobe Lights	
			<b>Perform/Discuss Procedures for powering a train on/off in a station</b>	
			<b>Perform/Discuss Procedures for powering a train on/off in shop</b>	
			<b>Reinforce and emphasize why we <u>NEVER</u>:</b>	
			Stop on a switch	
			Blow horn in the Contemporary (Only for Emergency Procedures)	
			Allow someone else to drive the train	
			Move your train after receiving a red MAPO without notifying Central	
			Place train in reverse or stop on the open beamway without permission	
			Engage any bypass/lockout or override switch without proper authorization	
			<b>DRIVING (Always Stress Visual Clearance and Looking for Trains)</b>	
			<b>While Driving continue review of all Train Systems and Holdpoints</b>	
			<b>Epcot Beam (Minimum of 4 Laps)</b>	
			Trainer Drives/Learner Explains for one lap	
			Central Radio	
			Door Alert	
			Maintenance Check	
			<b>Resort Beam (Minimum of 2 - 4 Laps)</b>	
			Trainer Drives/Learner explains for one lap	
			Maintenance Check	
			Door Alert	
			Hand Dispatch	
			<b>Express Beam (Minimum of 4 - 6 Laps)</b>	
			Trainer Drives/Learner Explains for one lap	
			Maintenance Check	
			Cab Operator Reset	
			Radio Dispatch	

Date Introduced	Trainer Initials	✓	Day 5	Learners Initials
			<b>Review Previous Learning</b>	
			<b>Perform Opening or Closing Procedures</b>	
			<b>Learner will bring at least one train to or from shop</b>	
			<b>Perform:</b>	
			Door alerts	
			Maintenance/Radio Checks	
			Cab Operator Reset procedures	
			Power off/on procedures	
			Discuss Towing Procedures	
			Three Forms of Dispatch	
			Station times/ cycle times	
			<b>DRIVING (Always Stress Visual Clearance)</b>	
			<i>While Driving continue review of all Train Systems and Holdpoints</i>	
			<b>Epcot Beam (Minimum of 3 Laps)</b>	
			Trainer Drives/Learner Explains for one lap	
			Central Radio	
			Maintenance Check	
			<b>Resort Beam (Minimum of 3 Laps)</b>	
			Trainer Drives/Learner explains for one lap	
			Maintenance Check	
			Door Alert	
			<b>Express Beam (Minimum of 6 Laps)</b>	
			Trainer Drives/Learner Explains for one lap	
			Maintenance Check	
			Cab Operator Reset	
			Door Alert	
			Perform/Discuss Procedures for powering a train on/off in a station	
			Perform/Discuss Procedures for powering a train on/off in shop	
			<b>Discuss Checkout Procedures</b>	
			Where to Meet Checkout Trainer	
			Discuss Checkout Process/Items that learner will perform	
			WBT Assessment	

Date Introduced	Trainer Initials	✓	Train out of Shop	Learners Initials	
			REMEMBER, Trainer should take first unit out of shop		
		<b>Initial Shop Review</b>			
		Safety Rules			
		Hot Beam Indicator			
		Location and Description of Trains Schedule Board			
		Emphize going to assigned train immediately			
		Operations of Mobile Steps			
		<b>Cab Review (Cab 6 &amp; Cab 1)</b>			
		Check Allison Status			
		Check, Correct Status of Circuit Breaker Switches			
		Check, Correct Status of Over Ride Switches			
		Check, Correct Status of Run/Stop Switch			
		Check, Correct Status of Fwd/Rev Switch			
		Check, Correct Status of E-Stop Button			
		Check, Set Beacon Light Color			
		Check Fire Extinguisher			
		Check Under Seat Emergency Equipment			
		Check Comfort (A/C) Switch and adjust if necessary			
		Turn Train on Immediately (if in operating cab)			
		<b>Power On Procedures</b>			
		Review and Reply Pop Up Windows			
		Review Active Alarms			
		Check Door Status (Reset Doors Tags if Required)			
		Reply to Shops Instructions			
		Report Active Alarms to Shop			
		<b>In Shop MAPO Procedures</b>			
		Re-verify Train in Stp, Trains in Fwd, Door Closed Indicators			
		Train in Run (Do not use Mapo Over ride yet)			
		Cycle MCU			
		Radio Check with Central			
		Report Proper MAPO Check Information			
		<b>Train Out of Shop</b>			
		Check Rear View Mirrors			
		Bring Beam Contact Screen Up			
		Proper Speed out of shop though Switchbeam 3			
		<b>Spur Line Procedures</b>			
		Reset and Report Beam Contacts after crossing Switchbeam 3			
		Test Horn, E-Stop, Deadman switch			
		Report Arriving at North End Chiller Plant			
		Follow Shop Instructions reference Crossing Switchbeam			
		Proper Stop at Pylon 66			
		10-7 / 10-8 All Call			
		Reset and Report Beam Contacts and Location to Central			

Date Introduced	Trainer Initials	✓	Train in to Shop	Learners Initials
<b>REMEMBER, Trainer should take first unit in to shop</b>				
		<b>Prepare Train to Go to Spur Line</b>		
		Stops at proper location (Pylon 62, Cab 1)		
		Bring Up Beam Contact Screen		
		Listen and Reply to Shop's Instructions		
		Engage MAPO Override (must be at 0 Speed)		
		Proper Speed Across Switch Beam 2		
		<b>Spur Line Procedures</b>		
		Reset Beam Contacts and Notify Shop After Crossing Switchbeam 2		
		Continue At Proper Speed to Clearance Point		
		Notify Shop at Clearance Point		
		If at Switchbeam 3 Turn Nose Light Out		
		<b>Entering Shop</b>		
		After Being Cleared to Enter, Use Walking Speed From Switchbeam 3 to shop		
		Get Visual On Ball At End Of Track		
		Slow Train To Ensure Proper And Safe Stop		
		Stop When Windshield Touched Ball		
		Turn Train Off		
		Make Sure Run/Stop is Set to Stop, Fwd/Rev is Set to Fwd		
		Reset Nose Light Switch to On		
		Exit Train Promptly and Report Downstairs Immediately for P/U		

## **TRAINER NOTES**